

Game Thinking Planning Template

Lesson outcomes - Super Hero Dominoes

(These are also the constraints in your game dynamics, refer to your syllabus document)

- To consolidate knowledge and understandings about numbers 1-6.
- To practise dot recognition of numbers 1-6.

Description of your audience

(Age, likes and dislikes, motivations etc)

Age stages ES1 and S1. Students have been diagnosed with an ASD and are attending a high support needs class. They like visuals, structure and routine. They also like numbers and counting. They are motivated to finish tasks as they associate finish with winning.

Time constraints

(How many hours, lessons, weeks, terms will you have to complete the intended gamified experience or game)

15 mins 5 times a week. Some students may only remain on task for mins.

Game Elements

(Game Dynamics, Game Mechanics and Game Components)

Game dynamics- emotion achievement- narrative, Super Heroes - Progression, sticker on Villain's body - Relationships, turn taking. Game Mechanics - Challenge, to match six dominoes, Resource acquisition, collect more dominoes and stickers. Feedback, Villian sticker sheet, Reward, Choice board already part of class routine, Win state, A Super Hero certificate.

Fun check

(Integrated purposefully built into your experience including Easy fun, Hard fun, Serious fun and Social fun)

Easy fun - The class group are developing their appreciation for surprise and change.

The game needs to be predictable, they need to know what is going to happen and how they can achieve. For the class grouping the game is purely to foster their sense of achievement which will develop their confidence is risk taking and their own abilities.